Abandoned Air Temple



Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple



Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple



Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple



Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple



Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple



Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple



Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple



Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple



Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple



Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple



Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple



Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.

{T}: Add {C}.

{3}{C}, {T}: Put a +1/+1 counter on each creature you control.

Aang once knew this place to be full of monks, lemurs, and bison.

R 0263
TLA ★ EN ▶ Dom Lay

©2025 Viacom.
™ & © 2025 Wizards of the Coast